

Specializing in solving complex problems, leading multidisciplinary teams, and leveraging expertise in machine learning, mathematics, and software development. Fostering a collaborative team environment and use the best-suited technologies to achieve goals. Worked in companies from 40 to 20,000 people.

Python • Golang • TypeScript • SQL • React • AWS • Docker • Postgres • RabbitMQ • CI • CD • Linux • Dart • Flutter • GIT

ELK • Math • NLP • ML • LLM • RAG • TensorFlow • WebSockets • WebRTC • RPC • GraphQL • Agile • SCRUM • Figma

HEAD OF RESEARCH AND DEVELOPMENT TEAM

Aug, 2023 - Nov, 2024

SAMSUNG

- Designed and implemented system architecture, data structures, and data processing systems
- Built search/recommendation system with 11-50ms response time for 20M+ records
- Implemented fuzzy matching, spell correction, named entity recognition and recommendation algorithms
- Designed a pipeline for document analysis, vector indexing, and semantic search with classification and summarisation
- Analysed 200M+ user requests to optimise system boundaries and performance
- Developed a system for analytics, reporting, and code quality assessment using LLMs
- Achieved from 0 to 70% test coverage across unit, integration, and performance testing

SENIOR SOFTWARE ENGINEER

May, 2021 - June, 2023

NOKIA

- Led architecture design for cellular networks serving 100M+ users, focusing on 3GPP, 4G/LTE, 5G, and O-RAN
- Designed scalable systems supporting 100,000+ users per node with integrated monitoring
- Developed scalable micro-frontend architecture with integrated search and validation
- Collaborated with C-suite on strategic initiatives across hardware, software, testing, and hiring
- Directed system design efforts with major cellular operators, cooperation with 40+ engineers
- Implemented RBAC-based hierarchical control system for multi-product security management

TEAM LEADER

June, 2020 - May, 2021

LOCKA

- Led 10-person team of Unreal Engine, backend and frontend, managing sprints and development processes
- Developed real-time streaming solution for Unreal Engine integration
- Implemented OAuth/2FA authentication with RESTful API integration using SMS
- Designed cross-platform WebRTC interface supporting multiple browsers/OS with real-time streaming of Unreal Engine
- Conducted cross-environment testing using remote machines, VirtualBox, and physical devices

TEAM LEADER

June, 2017 - June, 2020

KUN

- Led cross-functional teams across 8 countries (USA, EU, Asia)
- Implemented NLP techniques: tokenization, vectorization, lemmatization, logistic regression and Random Forest algorithms
- Metrics: Log analysis tool performance, file system usage/scale, ML model accuracy
- Reduced search latency by 90% (400ms to 30-50ms) while handling 1000 RPS
- Implemented real-time push notification system supporting 31,000+ concurrent users

PERSONAL PROJECTS

CO-FOUNDER

Go Music

- Developed a cross-platform music sharing and recognition app from scratch for iOS, Android, and Web, leveraging microservices architecture, AWS, Flutter, GoLang, and Node.js

CO-FOUNDER

nextdocs.ai

- Built an AI-driven code documentation platform with microservices, LLMs, and a Notion-like editor. Led the team, architecture, and design for a scalable, collaborative solution

RESEARCHER

Medium

- Collaborated with university students to develop a system for generating advertisements using ML and OpenCV, combining practical AI applications with academic engagement

EDUCATION

2020 - 2022, MSc, KNU

Information computing technology

2016 - 2020, BSc with Honours, KNU

Information computing technology

CERTIFICATES

- 2019, NASU, Artificial Intelligence
- 2020, Cisco, Introduction to Networks
- 2020, Cisco, Introduction to Cybersecurity
- 2020, Cisco, Routing and Switching Essentials
- 2020, Cisco, Programming Essentials in Python

LANGUAGES

- English - Fluent
- Russian - Fluent
- Ukrainian - Native